

Tekoura
 CHARACTER: Apsara Medium Female
 RACE & LA: Apsara Medium Female
 SIZE: Medium GENDER: Female
 AGE: 15 Neutral Naderi, the Lost Maiden
 ALIGNMENT: Neutral DEITY: Naderi, the Lost Maiden
 LANGUAGES: Common, Celestial, Aquan, Draconic, Aboleth

Hebeloma
 PLAYER: Hebeloma
 HEIGHT: 5'10" WEIGHT: 145 lbs HAIR: black EYES: black SKIN: gold
 Embaral Ocean
 HOMELAND & BACKGROUND OCCUPATION: Embaral Ocean



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	16	3	14	2		
CON	12	1	12			
INT	16	3	16			
WIS	10	0	10			
CHA	20	5	18	2		

HITPOINTS			CLASS RECORDER									
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
10	9	1	Ocean's Echo (Oracle)	0	7	1	0	0	2	1		
TOTAL HP			TOTALS		0	7	1	0	0	2	1	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	6	0	3					
TOUCH	13	-10+			3					
FLAT-FOOT	16	-10+	6	0	0					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	1	0	1			
REF	3	0	3			
WILL	2	2	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	0	0		0		
RANGED	3	0		3		
CMB	5	0	CHA	5		
CMD	13	-10+	BOB	0	STR & DEFLECT	3



FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Apsara (Humanoid: Aquatic, Merfolk) (CSBBB-17) **Feat:** Extra Revelation

Racial Buoyancy -0; Depth Tolerance: 1000 feet

Fast Swim Speed: swim 50 ft; land 5 ft

Darkvision 60'

Minor Metamorphosis - change shape; gain ability (1 min/lvl) (1/day)

Celestial Resistance: acid 5, cold 5, electricity 5

Class: Oracle HD: d8; skills 4+Int Mod (APG)

Archetype: Ocean's Echo (BotS-12)

Weapons Prof: All Simple Weapons

Armor Prof: light & medium armor, and shields

Mystery: Heavens (APG)

Oracle's Curse: Powerless Prophecy: gain uncanny dodge; staggered first rnd

Revelation DC=10+lvl/2+Cha Mod = 17

Interstellar Void (Su): deal 1d6/lvl cold dam 1 foe w/in 30' (1/day)

Coat of Many Stars (Su): +4 AC (1 hr/lvl/day) **Uncanny Dodge (Ex):** cannot be caught flat-footed

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS *	DEX	3		3		
<input type="checkbox"/> APPRAISE	INT	3		3		
<input checked="" type="checkbox"/> BLUFF	CHA	5		5		
<input type="checkbox"/> CLIMB *	STR	0		0		
<input checked="" type="checkbox"/> CRAFT:	INT	3		3		
<input checked="" type="checkbox"/> DIPLOMACY	CHA	5		5		
<input type="checkbox"/> DISABLE DEVICE *	DEX			3		
<input type="checkbox"/> DISGUISE	CHA	5		5		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	3		3		
<input type="checkbox"/> FLY *	DEX	3		3		
<input type="checkbox"/> HANDLE ANIMAL	CHA			5		
<input checked="" type="checkbox"/> HEAL	WIS	0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	9	1	5	3	
<input checked="" type="checkbox"/> KN: history	INT			3		
<input checked="" type="checkbox"/> KN: planes	INT	7	1	3	3	
<input checked="" type="checkbox"/> KN: religion	INT			3		
<input checked="" type="checkbox"/> KN: nature	INT	7	1	3	3	
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> KN:	INT			3		
<input type="checkbox"/> LINGUISTICS	INT			3		
<input type="checkbox"/> PERCEPTION	WIS	0		0		
<input checked="" type="checkbox"/> PERFORM:	CHA	9	1	5	3	
<input checked="" type="checkbox"/> PROF:	WIS			0		
<input type="checkbox"/> RIDE *	DEX	3		3		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	4	1	0	3	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			3		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	7	1	3	3	
<input type="checkbox"/> STEALTH *	DEX	3		3		
<input type="checkbox"/> SURVIVAL	WIS	0		0		
<input type="checkbox"/> SWIM *	STR	1	1	0		
<input type="checkbox"/> USE MAGIC DEVICE	CHA			5		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	5		50		
INIT	3	=	3	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES	acid 5, cold 5, electricity 5				

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Lesser Breastplate of the Deep	6	5	0	25	Med	15.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
crystal dagger (melee)	+0	1d4	19-20/x2		S	1.0	
crystal dagger (ranged)	+3	1d4	19-20/x2	10	P	1.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0					4
16	1st	5	3	2		2
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BLOODLINES & PATRONS

BLOODLINE/PATRON
 BLOODLINE/PATRON

DOMAINS

DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
 FOCUSED
 PROHIBITED
 PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Create Water - Creates 2 gallons/level of pure water.	Conjuration					
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks	Divination					
0			Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.	Divination					
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					
1			Summon Sea's Ally - Summons sea creature to fight for you.	Conjuration					
1			Doom - One subject takes -2 on attack rolls, damage rolls, saves, and checks.	Necromancy					